

MASTER & DYNAMIC

USER MANUAL – MH40 OVER EAR HEADPHONES

SOUND TOOLS FOR CREATIVE MINDS Our obsession is the interaction between sound and creativity. Our MH40 Over Ear Headphones are designed to be the modern thinking cap, a tool to help you focus and tune into your work while tuning out the world around you. Our passion is building beautifully designed, technically sophisticated sound tools for creative minds.

DESIGNED FOR DECADES OF USE

Our headphones are designed to be an essential part of your everyday creative toolkit that can stand up to decades of use. They are built with the creative workspace in mind, intended as a permanent fixture on your desk, workbench, or table.

Our headphones are constructed of a forged aluminum body, and utilize stainless steel components in all high strain areas. Areas subject to heavy wear, such as cables and ear pads, are built to last and be easily replaced as needed. All metals are anodized or electroplated, not painted. We separated the microphone from the remote for increased vocal clarity and reduced noise, removing the need to hold the remote while you speak on the phone.

APPOINTED WITH THE FINEST MATERIALS

Our headbands are constructed with a premium heavy grain cowhide on the exterior surface and lined with a soft lambskin. The ear pads are memory foam, wrapped in lambskin, providing superior comfort and breathability.

Our heavy-duty woven cables utilize oxygen-free copper to ensure pure sound and reduced noise. All headphones include a genuine leather box to store your extra cables and accessories, as well as a canvas carrying case with a soft interior lining.

A RICH, WARM SOUND We sought a natural, detailed, live sound signature from our custom 45mm neodymium drivers. An expansive soundscape that perfectly captures the exceptional detail that well recorded music has to offer. Our tuning was designed to accommodate a diversity of tastes and musical genres.



OVERVIEW

- Heavy Grain Premium Leather Headband with Lambskin Interior
- Removable/Replaceable Memory Foam Ear Pads with Lambskin Covering
- 3 Forged Aluminum Body
- 4 Audio Input: 3.5mm Cable Jack
- 5 Adjustment Post

- 6 Stainless Steel Components
- 7 Mute Button (Press in to mute. Press again to unmute.)
- 8 Premium Leather Inlay
- 9 Audio Output: 3.5mm Cable Jack for Audio Sharing
- 10 Magnetized Ear Pads

SPECS

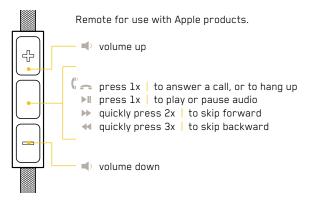
- DIMENSIONS
 200mm x 185mm x 50mm
- WEIGHT 360g
- SOUND PROFILE Dynamic, Closed

- IMPEDANCE
 32 ohms
- DRIVERS45mm NeodymiumHigh-Performance Drivers

MIC AND REMOTE



The microphone is separated from the remote and placed closer to your mouth for increased vocal clarity and reduced noise.



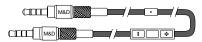
ACCESSORIES





3.5/6.3mm Gold-Plated Adapter

Canvas Headphone Case





Cable 01: 1.4m Cable with Remote & Mic

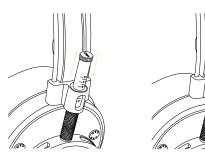
Leather Cable Box

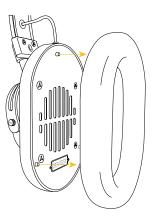


Cable 02: 2.0m Straight Cable Earcups fold flat for storage.



Adjust earcup post to find optimal fit.







Ear pads are magnetized for easy removal/replacement. Simply grab the outside ring of the ear pad and remove. Reattach ear pads by aligning the three guide posts on the earcup with the three guide holes on the inside of the ear pad.

MAINTENANCE AND TROUBLESHOOTING

Clean ear pads and headphones with soft, slightly damp cloth. Do not soak, submerge or allow moisture to enter near the drivers or cable jacks. Ear pads and cables can be purchased if they are worn out at: www.masterdynamic.com

Do not drop, sit on, or allow the headphones to be exposed to water, moisture, or temperature extremes.

It is recommended that you return your headphones to their storage case when not in use. To avoid damage, do not store other items in the canvas case along with your headphones.

No Sound:

- Check to make sure all plugs are fitted completely into their jacks, both in the headphones and at the audio source.
- Check to make sure the mute button is not engaged on the right earcup.
- Check source device to make sure sound is coming out.
- Check cable for signs of extreme wear or test another cable to see if cable is damaged.

CAUTION: Incorrectly rotating or over rotating the earcups can damage the headphones.

HEARING HEALTH AND FITNESS

Our ability to hear is amazing. Treat your ears like the precious tools they are, and they will continue to provide you with exceptional data, as well as a lifetime of incredible sonic experiences.

In general, do not listen "too loud or for too long," and be attentive to your own ears. Ringing, discomfort, or sensitivity to high frequencies and treble may be a signal from your ears that you are pushing them to their limits and causing damage.

As a general practice, find what seems to be your preferred listening level and then adjust the volume down another 10% or more. Surprisingly, your ears will attune to a slightly lower volume over time, and what seems quiet at first can be perfect for longer listening periods.

If your co-workers (3–10 feet away) are always singing along or commenting on your music choices, chances are good you may be listening too loud. See an audiologist to have your hearing tested.

If you are interested in tuning your ear to have a more refined sonic palate, there are some apps and training programs you can find online.

PREVENTION OF NIHL (NOISE INDUCED HEARING LOSS)

NIHL is a preventable condition caused by both one-time and extended exposure to excessive decibel (dB) levels. This harm to sensitive inner ear structures is irreversible and people of all ages can be affected. Damage can happen in a single event or gradually over time. One-time exposure to sounds louder than 110 decibels and extended exposure to sounds over 85 decibels can cause harm. Indicators of NIHL include hearing loss and tinnitus, a condition of sensing constant ringing, buzzing or roaring. The NIDCD (National Institute on Deafness and Other Communication Disorders) offers this simple rule of thumb: avoid sound exposure that is "too loud, too close or too long." Here are some general references to sound levels that occur in everyday life: refrigerator humming (45 dB); normal conversation (60 dB); city traffic (85 dB); motorcycles (95 dB); an MP3 player at full volume (105 dB); sirens (120 dB); firecrackers (150 dB).

WARRANTY AND CUSTOMER SERVICE

Master & Dynamic guarantees this product against defects in materials or workmanship for a period of two years from the date of original purchase from an authorized Master & Dynamic retailer or reseller. Master & Dynamic will either repair or replace the defective product at our discretion if the product is returned within the warranty period.

This limited warranty is in lieu of all other warranties, expressed or implied, including, but not limited to, any implied warranty of merchantability or fitness for a particular purpose.

Master & Dynamic shall have no liability of any kind for any direct, indirect, incidental or consequential damages or expenses that arise from the use of this product. Master & Dynamic does not cover normal wear and tear, blown drivers, cut cords, bent jacks, torn headbands, loss or theft. You will void this warranty if you disassemble your headphones or expose them to excessive moisture.

If you believe this product is defective within the warranty period, contact us via our support page at www.masterdynamic.com/support. Once your warranty is verified, you will be issued a return authorization and instructions for return shipment. Proof of purchase may be required. Products with unreadable or removed serial numbers will not be covered.

For questions regarding your product's warranty, contact Master & Dynamic Support at support@masterdynamic.com.

The remote and mic are supported only by iPhone 3GS or later, iPad, iPod touch (2nd generation or later), iPod classic (120GB, 160GB), and iPod nano (4th generation or later). The remote is supported by iPod shuffle (3nd generation or later). Audio is supported by all iPad and iPod models.

"Made for iPod," "Made for iPhone," and "Made for iPad" mean that an electronic accessory has been designed to connect specifically to iPod, iPhone, or iPad, respectively, and has been certified by the developer to meet Apple performance standards. Apple is not responsible for the operation of this device or its compliance with safety and regulatory standards.

La télécommande et le microphone sont uniquement supportés par l'iPhone 3GS ou ultérieur, l'iPad, l'iPad touch (2ème génération ou ultérieur), l'iPad classic (120 Go, 160 Go) et l'iPad nano (la quatrième génération ou ultérieur). La télécommande est supportée par l'iPad shuffle (3ème génération ou ultérieur). L'audio est supportée par tous les modèles d'iPad et d'iPad.

Les mentions « Made for iPod », « Made for iPhone » signifient qu'un accessoire électronique a été spécialement conçu pour se connecter à l'iPod, à l'iPhone ou à l'iPad, respectivement et a été certifié par le concepteur pour répondre aux standards de performances d'Apple. Apple n'est pas responsable du fonctionnement de cet appareil ou de sa conformité avec la sécurité et les normes réplementaires.

El control remoto y micrófono es soportado por iPhone 3GS o superior, iPad, iPod touch (2da generación o superior), iPod clásico (120GB, 160GB), y iPod nano (4ta generación o superior). El control remoto es soportado por iPod shuffle (3era generación o superior). El audio es soportado por todos los modelos de iPad y iPod.

"Hecho para ¡Pod," "Hecho para ¡Phone," y "Hecho para ¡Pad' significa que un accesorio electrónico ha sido diseñado para conectarse específicamente a ¡Pod, ¡Phone o ¡Pad, respectivamente, y ha sido certificado por el fabricante por cumplir los estándares de rendimiento de Apple. Apple no es responsable por la operación de este dispositivo o su cumplimiento con los estándares de seguridad y de regulación.

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